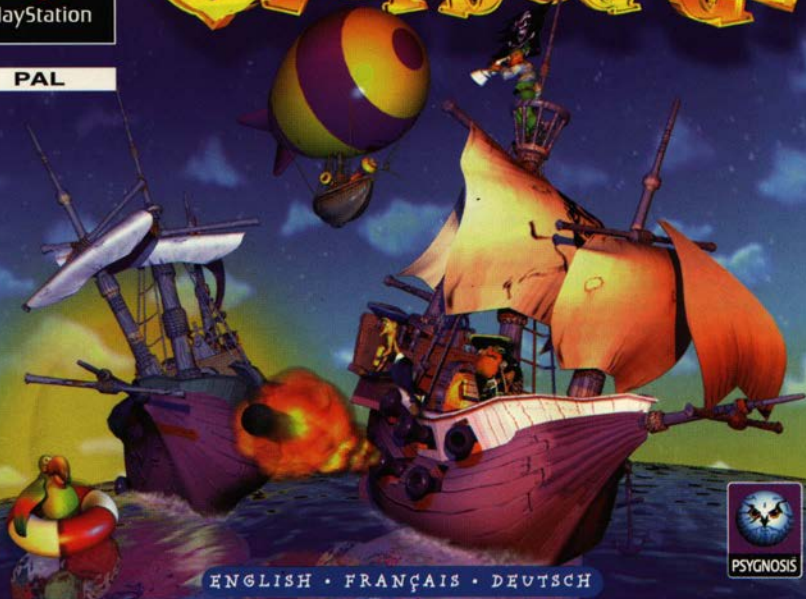




PlayStation

PAL

# Overboard!™



ENGLISH • FRANÇAIS • DEUTSCH



# PlayStation™



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COMPACT  
disc

For Ages - Pour Ages - Para Edades - Für Jahre - Per Anni

3-10 ✓

11-14 ✓

15-17 ✓

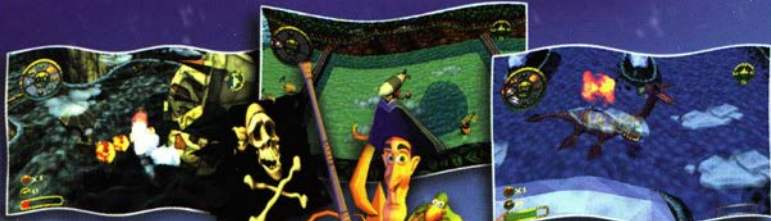
18+ ✓



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## ATTENTION

Chez certaines personnes, l'utilisation de ce jeu nécessite des précautions d'emploi particulières qui sont détaillées dans la notice jointe



A galleon-crazy game full of maritime mayhem.

Load the cannon and splice the mainbrace before battling against dozens of deep sea terrors or plunder and pillage your way through 5 player Battles of the Brine using a Multi tap.



Une aventure rafraichissante sur un galion en folie.

Capitaine aux commandes d'un vaisseau pirate, vous parcourrez les mers du globe à la recherche d'un trésor disparu. Collectez vos bonus, résolvez les énigmes, explorez les monstres des mers seul ou à 5 avec le Connecteur multi-maquettes. A l'abordage, Mille Sabords !!!



Schiff whoi! Segel-Abenteuer und Spielspaß-Breitseiten auf den sieben Weltmeeren!

Lade die Kanonen, setze die Segel - auf gehts in maritime Gefechte gegen Piraten und Seeungeheuer. Alleine gegen die Korsaren. Zu zweit im Duell. Oder zu fünft mit Multitap in der Mutter aller Seeschlachten. Alles klar, Küp't'n?



1 or 2  
Players



Memory Card  
1 block



Multi Tap Compatible  
1-5 Players



DOLBY SURROUND

USK

Geeignet ab  
6 Jahren



This software is only compatible with hardware displaying "PS" and

PAL



# Overboard

COMPACT  
disc

PAL

PlayStation



SLES-00865

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## Cut-Throat's Contents

Smuggler's Start-Up	2
The Legend of Blowfleet	3
The Voyage	4
Ship's Helm	5
Crow's Nest	6
Mariner's Menus	7
One Player	8
Multi Player	11
Using a Multi tap	12
Multi Player Options	12
Saving a Game	14
Options	17
In Game Menu	18
Watertight Weapons	20
Galleon Gameplay	22

# Smuggler's Start-up

To play Overboard! on your PlayStation™ game Console:

1. Set up your PlayStation™ game Console in accordance with the instruction manual supplied with the system.
2. Follow your system directions to open the Disc cover and place the CD onto the bed of the drive, ensuring the printed side faces upwards.
3. Close the Disc cover. If the unit is switched off, press the POWER button to begin play. If the unit is already on, press the RESET button.
4. Now follow on-screen instructions to start the game.

**Warning!** It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on. Make sure you have enough free blocks on your Memory card before commencing play.



# The Legend Of Blowfleet

"Gather round 'n' hear th' legend.

Cap'n Blowfleet ne'er lost a crewman to th' scurvy, nor a tsunami, nor a creature from th' depths. In truth, 'is pirates were feared thro' each o' th' seven seas. From th' Windies to th' Polars, thar weren't a port nor anchorage which were safe from 'is plund'rers 'n' it be folly to challenge 'em.

Legend said they were emboldened by Egyptian enchantment, so only th' bravest mariner would be foolish enough to risk a salty death.

But for one tar, Davy Jones's locker held no dread.

That tar commandeered a vessel of 'igh repute 'n' mustered a crew of strong-i'-th'-arm sea-dogs.

That tar took up Blowfleet's gauntlet.

That tar set sail to pillage 'is strongholds, plunder 'is loot, 'n' capture 'is scalp. That tar be you."

# The Voyage

This ain't a journey for the lily livered, powdered an' perfumed boys that you see a loiterin' down the harbour inns. No you filthy swabs, this indeed be a journey for a real man.

Sail o'er the seven seas o' world and collect all the bottles that be bobbin' about on the brine. Use your map to find out where they be hidden. Pick up the booty that be floatin' in the sea but make sure you keep someone in that crow's nest - 'cos on the way you'll ha' to do battle with pox 'ridden crews from every corner o' world, find a way around infernal fire-belching machines and put your cannon to work on harbour defences. An' tha's jus' to get you out o' first port!

When you finds a harbour that ain't flyin' the skull an' crossbones, go on in and claim it for yourself. The risks is high but then so are the rewards!





# Ship's Helm

R1 button	Accelerate
Up Directional button	Boost
Down Directional button	Quick Brake
X button	Fire Fire Left (certain weapons only)
O button	Fire Fire Right (certain weapons only)
□ button (with Directional button)	Quick Weapon Select
L2/R2 buttons	Weapon Select
SELECT button (during game)	Toggle in game view (Standard, Follow-Cam & Top Down)
L1 button	Map
Left Directional button	Rotate Ship anti-clockwise
Right Directional button	Rotate Ship clockwise
Start button	Pause Game

You can reconfigure the in-game controls using the Control option within the OPTIONS screen.



# Ship's Helm

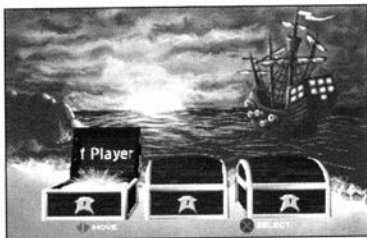
R1 button	Accelerate
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L1 button	Map
Left Directional button	Rotate Ship anti-clockwise
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Start button	Pause Game

You can reconfigure the in-game controls using the Control option within the OPTIONS screen.

# Mariner's Menu

## Title Screen

Press the X button on your Controller to take you to the Main Menu.



## Main Menu

Thar be three treasure chests 'pon this 'ere screen, each one containing diamonds, dubloons 'n' vast riches beyond imagination... Oh, 'n' three choices for you, shipmate. Use the Left and Right Directional buttons to move the highlighting effect over 1 Player, Multi-Player or Options.

Press the X button to confirm your selection. Aye, as ever 'X' marks the spot.

## One Player

This 'ere screen gives you the options to Start Game, enter a Password or access a Memory card. Use the Left and Right Directional buttons to move the highlighting effect over your choice and press the X button to confirm. Listen up sailor, 'ere be your choices:

### Start Game

This'll take you into the game proper. Go on me hearty, go Overboard!

### Password

This'll take you to the Password Screen, where you can level hop via secret codes. To trigger the passwords you must first arrange the six powder-kegs in the correct sequence. Use the Left and Right Directional buttons to highlight a keg 'n' it'll begin to bounce. Now press the Up and Down Directional buttons to spin th' keg around in mid-air to reveal one o' th' four maritime symbols - a fish, a ship, an anchor and a skull.

When happy with your selection, press the X button to confirm. If it be correct you'll be transported to th' corresponding level, if it be incorrect you'll 'ave to walk the plank and try again!



### Memory card

Allows you to load in a previously saved game, erase a Memory card block or save your Controls and Options configuration. Note that you cannot save a game at this point. See section **SAVING A GAME** for information about saving games. When you save Configurations or a game for the first time, Overboard! will create a dedicated Overboard! block on your Memory card. This block has twenty save slots - one for each level of the game and one for a saved configuration (see Saving Controls and Options Configuration).

### Saving Controls and Options Configuration

To save Controls and Options configurations before play make sure that you have a Memory card inserted according to the system instructions. If you have a Memory card inserted into each Memory card slot then use the Left and Right Directional buttons to switch between them. Use the Down Directional button to access the commands and then use the Left and Right Directional buttons to highlight **SAVE** and press the X button to confirm. This information will be saved within the Overboard! Memory card block as a skull and crossbones icon. You can load this information back in (for example, if you reset the machine) by using the same process as above to highlight **LOAD** before pressing the X button to confirm. Then use the Directional

buttons to highlight the appropriate icon and press the X button to confirm your choice. The saved controls and configuration will then be loaded.

### **Loading a Game**

To load a previously saved game from a Memory card make sure you have inserted the Memory card according to the system instructions. If you have a Memory card inserted into each Memory card slot then use the Left and Right Directional buttons to switch between them. Use the Down Directional button to access the commands and then use the Left and Right Directional buttons to highlight LOAD and press the X button to confirm. This will reveal the 20 save slots within the dedicated Overboard! Memory card block. Use the Directional buttons to highlight the game you wish to load - a message will be displayed stating the level that you are highlighting. Press the X button to confirm and the game will be loaded from the Memory card.

### **Erasing a Memory card block**

To erase a Memory card block follow the same procedure as above to highlight ERASE in the commands menu. Press the X button to confirm. This will reveal the 15 Memory card blocks on your Memory card. Use the Directional buttons to highlight the block of your choice and press the X button to confirm. That Memory card block will then be erased.

## Multi Player

Ocean going mayhem for up to five players across 10 specially designed arenas. Take control of your ship, collect the weapons and try to scupper your opponents. Last ship afloat or, if the timer option is switched on, the ship with most energy left when time runs out, wins the round. First skipper to three rounds wins the match. (This is a default setting and can be redefined within the **MULTI PLAYER** options screen.)

If you choose **MULTI PLAYER** with a Controller inserted into Controller port 1 and Controller port 2, Overboard! will set up a two player game. Both players can reconfigure their controls by using the Up and Down Directional buttons to highlight the Control option before pressing the X button to confirm. Player 1 must then press the **START** button on their Controller to access the multi-player Controls screen. To change the control set up use the Up and Down Directional buttons to select which controls you wish to alter. Now press the X button. The control icon will fade to grey allowing you to reconfigure it by pressing the button of your choice. Player 1 can also access the **OPTIONS** menu and make any necessary changes (see **MULTI PLAYER** options). When both players are happy with their choices, they must highlight **START** and press the X button to confirm. Player 1 must then press the **START** button on their Controller to begin the game.

## Using a Multi tap

NOTE: Do not insert/remove peripherals into your PlayStation™ game Console during a game.

A Multi tap allows up to four players to join a game. Connect the Multi tap to Controller port 1 on the PlayStation™ game Console. Make sure that there is always a Controller inserted into Controller port 1-A. It is recommended that any additional Controllers are inserted sequentially (1-A, 1-B, 1-C etc.) Up to four Controllers can be connected to the Controller ports on the Multi tap. With the fifth Controller inserted into Controller port 2 on the PlayStation™ game Console, Overboard! lets five players join in the game.

Once all the Controllers are inserted correctly, Player 1 (Controller port 1-A) must select Multi Player from the Main Menu. The instructions for creating a game are then identical to those outlined above for a two player game.

## Multi Player Options

Select from Wins, Timer, Survival, Overlays, Arenas and Weapons. Player 1 is the only player able to make any necessary changes to the MULTI PLAYER OPTIONS. Use the Directional buttons to highlight an option. Then use the Left and Right Directional buttons to toggle on/off or press the X button to enter a sub-menu where further choices can be made.



## **Wins**

Lets you decide how many rounds you want the Multi Player game to run over. Use the Left and Right Directional buttons to cycle through the rounds from 1 to 9.

## **Timer**

Select how long you want the game to last by using the Left and Right Directional buttons to cycle through the choices. If you wish to have unlimited time then set the timer to OFF. Beyond that, the minimum time is one minute which increases in 30 second intervals to a maximum of four minutes. The timer has a default setting of three minutes.

13

## **Survival**

Use the Left and Right Directional buttons to toggle on/off. If you turn this option on, the amount of energy your ship has left at the end of the round is carried over to the next one and not restored to full. If this option is turned off energy levels are restored to full between rounds.

## **Overlays**

Toggle on/off. Turn on to show player indicators i.e. 1P, 2P etc.

### Arenas

Lets you select which of the 10 available arenas you'd like to play. Use the Left and Right Directional buttons to cycle through the arenas. Press the  $\Delta$  button to return to the previous menu.

### Weapons

Use the Left and Right Directional buttons to select the weapon that you wish to configure. Then use the Up and Down Directional buttons to cycle through Weapon, Weapon Level and Ammo. Then use the Left and Right Directional buttons to alter these values on an increasing scale of 1 to 5 or turn individual weapons off.. Press the  $\Delta$  button to return to the previous menu.

## Saving a Game

At the end of each level, there is a teleport on the water's surface. Sail into it and the level will end. A scroll will appear with the following choices. CONTINUE, QUICK SAVE, MEMORY CARD and QUIT. It will also display a PASSWORD which you can write down and use if you do not have a Memory card handy. Use the Directional buttons to highlight your choice, press the  $\times$  button to confirm.

### Continue

Carry on with the game, me glory-huntin' hearty.

### Quick Save

The QUICK SAVE option allows you to save games without having to enter the Memory card management section every time. However, before you start playing, the QUICK SAVE option has to be set up. And this is how you do it.

Make sure you have a Memory card inserted according to the system instructions and that there are enough free blocks on your Memory card before commencing play. Overboard! requires one free Memory card block. The game will auto-create an Overboard! block containing 20 available save slots.



From within the one player menu, use the Directional buttons to highlight the Memory card option. Press the X button to confirm. If you have not yet created an Overboard! save icon, use the Down Directional button to highlight SAVE. Press the X button to confirm and an Overboard! block will be created. If you wish to make use of QUICK SAVE, use the Directional buttons to move the highlighting effect over the QUICK SAVE option. Press the X button to confirm. Upon reaching the end of a level, the QUICK SAVE option will be available allowing you to QUICK SAVE your game without having to access the Memory card management screen again.

If you do not set up QUICK SAVE and designate a block, you will have to enter the Memory card management section at the end of each level in order to save your game.



## Memory Card

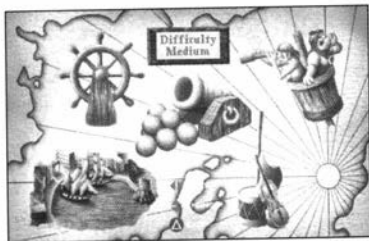
Make sure you have a Memory card inserted according to the system instructions and that there are enough free blocks on your Memory card before commencing play. Use the Directional buttons to move the highlighting effect over the MEMORY CARD option and press the X button to confirm. The Memory card screen will be displayed. You may now LOAD, SAVE or ERASE games as outlined above and in the earlier Memory card section.

## Quit

Quit out of the current game and return to the MAIN MENU.

## Options

This screen be a treasure map full of OPTIONS. Shipmates can select from Difficulty (Harbour) Controls (Ship's Helm), SFX Volume (Ship's Cannon), Music Volume (Ship's Flag) 'n' SFX Mode (Crow's Nest). Simply use the Left and Right Directional buttons to choose a category, and th' notice board due north of th' screen will display th' selection.



### Difficulty

Use the Up and Down Directional buttons to choose your naval ranking.

**Easy** - for lily-livered land-lubbers.

**Medium** - for treasure-seekin' Captains.

**Hard** - for seamen who truly 'ave salt in thar blood.

### Controls

To change the control set up use the Up and Down Directional buttons to select which controls you wish to alter. Now press the X button.

The control icon will fade to grey allowing you to reconfigure it by pressing the button of your choice.

### **SFX Volume**

Stack the cannonballs using the Up and Down Directional buttons to decrease or increase the volume of the in-game Sound Effects. The higher the pile, the louder the explosive mayhem.

### **Music Volume**

Hoist the green flag using the Up and Down Directional buttons to decrease or increase the volume o' the in-game Music. The higher the flag, the louder the shanty.

### **SFX Mode**

SFX Mode ahoy! Use the Up and Down Directional buttons to choose between Mono, Stereo or Dolby Sound. Drop anchor, me hearty!

## **In-Game Menu**

Sails alight? Sinking fast? Or in need of a poopdeck? Whate'er your reason to pause th' proceedings press the START button. A messenger's scroll will appear allowing you to select from the following options; Continue, Restart or Quit. Use the Directional buttons to move the highlighting effect. Press the X button to confirm.

### Continue

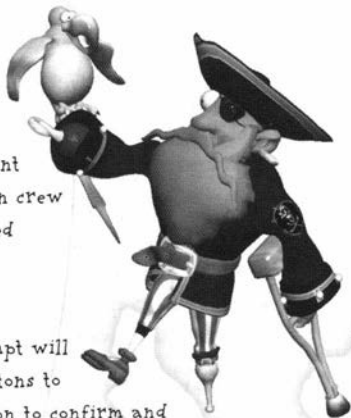
Pick up the game from the point you left it.

### Restart

Return to the start of the current level. 'Andy for all-at-sea virgin crew members or cheatin' scurvy-faced scumbags.

### Quit

Select Quit and a YES/NO prompt will appear. Use the Directional buttons to highlight YES, press the X button to confirm and you will set sail out of the current level. 'Andy for yellow-bellied, weak-kneed, kraken-fearin' swabbies! Use the Directional buttons to highlight NO, press the X button to confirm and you will return to the IN-GAME options menu.





# Watertight Weapons

In one player mode the player starts each new game with the lowest grade of weapon. (In MULTI PLAYER mode the weapons are configurable.) As you collect the booty of the seven seas, more powerful weapons will be added to your stockpile. Collecting power ups in the shape of floating ammo crates will replenish the ammo levels of your current weapon. Other power ups will add to the selection of weapons available and still others will increase weapon range and power. There even be power ups that might 'ave the most amazin' effect on your ship. But you'll just have to find those out for yourself.

The weapon level is indicated on-screen by a row of yellow dots in the centre of the weapon select system. The values of the weapon level range from 1 to 5 with 5 being the most powerful level. The three figure number in the centre of the weapon select system relates to the ammo count for the selected weapon.

Use the L2 and R2 buttons on your Controller to move the dial over the weapon of your choice. Press the X button to fire.



## Cannon

Yer single-shot, front-firing cannon. 'Andy for turnin' sea-dogs into driftwood.



### **Rockets**

These be great fun. Get rid of airborne annoyances wi' these.



### **Broadsides**

Four o' best from either side o' ship. Any cur gets in the way 'n' he be sunk for sure.



### **Mines**

A trail o' spiky death for yer enemy.



### **Depth Charges**

Get rid o' underwater annoyances wi' some of these.



### **Oil Slick**

Dump one of these behind you and let any pursuin' enemies get caught in its explosive wake.



### **Lightning**

Summon up a mighty bolt and light up your enemies. Neptune hi'self owns nothin' so powerful.



### **Flame Thrower**

Watery graves? Bah! In Overboard! we prefers cremations. Burn yer enemies sails to a crisp wi' a blast from the devil's fire pump.

# Galleon Gameplay

Can't get that gate open? Try killing all the surrounding enemies and it may just trigger off something.

The town's defences have been crushed! To conquer the town, you must dock at the jetty and wait until the skull and crossbones flag waves high above the houses. This will save you some time in the future.

Red is off, green is on. Simple as that.

Use your map to collect the map bottles in order. Stray from the path and you may find yourself in all kinds of trouble and very much lost!

Smuggling is an important part of pirate life. Pick up the barrels and drop them off at the newly created points indicated on the map. Smuggling runs are often vital to the completion of a level.


Ship on fire? Find something to douse the flames with!

When low on energy, try setting enemy ships alight. Then simply rescue the struggling seamen to boost your power level.

Master the art of oil slicks. Build a barrier of fire around your ship to protect it from any onslaught.

Looking for hidden booty? You'll have to find the secret caves!



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